

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claim 1 (cancelled)

Claim 2 (currently amended): [The system of claim 1] A coin collection system for a gaming machine, said gaming machine being adapted to accept a wager and to depict indicia corresponding to an outcome of said wager, said coin collection system comprising:

a coin outlet for dispensing coins;

a coin tray beneath the coin outlet; and

a guiding arrangement including a movable member coupled to the gaming machine and operable to assist in guiding the dispensed coins from one of the coin outlet and the coin tray to a coin collection cup, wherein the movable member is movable between a disabled position and an enabled position, the movable member permitting the dispensed coins to drop into the coin tray when the member is in the disabled position, the movable member diverting the dispensed coins to a location outside the coin tray when the member is in the enabled position.

Claim 3 (original): The system of claim 2, wherein the movable member includes a fold-out spout hinged to the gaming machine, the spout being generally vertical when in the disabled position and generally horizontal when in the enabled position.

Claim 4 (previously presented): A coin collection system for a gaming machine, comprising:

a coin outlet for dispensing coins;

a coin tray beneath the coin outlet; and

a guiding arrangement including a movable member coupled to the gaming machine and operable to assist in guiding the dispensed coins from one of the coin outlet and the coin tray to a coin collection cup, wherein the movable member is movable between a disabled position and an enabled position, the movable member

permitting the dispensed coins to drop into the coin\_tray when the member is in the disabled position, the movable member diverting the dispensed coins to a location outside the coin tray when the member is in the enabled position, the movable member being biased toward the disabled position.

Claim 5 (previously presented): A coin collection system for a gaming machine, comprising:

a coin outlet for dispensing coins;

a coin tray beneath the coin outlet; and

a guiding arrangement including a movable member coupled to the gaming machine and operable to assist in guiding the dispensed coins from one of the coin outlet and the coin tray to a coin collection cup, wherein the movable member is movable between a disabled position and an enabled position, the movable member permitting the dispensed coins to drop into the coin tray when the member is in the disabled position, the movable member diverting the dispensed coins to a location outside the coin tray when the member is in the enabled position, the movable member including a slidable spout, the spout being positioned between the coin outlet and the coin tray when the movable member is in the enabled position.

Claims 6-53 (canceled)

Claim 54 (currently amended): [The method of claim 53] A method of dispensing coins from a coin outlet of a gaming machine comprising:

accepting a wager;

executing a game in response to said wager;

randomly selecting one of a plurality of possible outcomes of said game;

awarding winnings to a player in response to certain ones of said plurality of possible outcomes;

dispensing coins from a coin outlet of said gaming machine;

accepting said coins in a guiding arrangement, said guiding arrangement including a movable member coupled to the gaming machine; and

guiding the dispensed coins from one of the coin outlet and the coin tray to a coin collection cup,

wherein said movable member is movable between a disabled position and an enabled position and further comprising:

dispensing said coins into the coin tray when the member is in the disabled position; and

diverting said coins to a location outside the coin tray when the member is in the enabled position.

Claim 55 (currently amended): The system of claim [53] 54 further comprising biasing said movable member toward the disabled position.